

## Add Assets --- Battle Background--- SMILE GAME BUILDER HELP

This is how to export and import battle background images.

----- [How to Export System Materials](#) ----- [P.S. September 7th, 2016: Current Restriction]

Pre-packaged system materials can be exported to any folder and they could be modified.

1. Select a material which you'd like to export from "Battle Background Asset List".
2. Click the "Export" button above the list.
3. "Select a folder for exporting" window shows up. Select a folder to export from the left side of the window and click "Select Folder" button.
4. A new folder named "BattleBackgrounds" will be created and a PNG file will be exported into the folder.

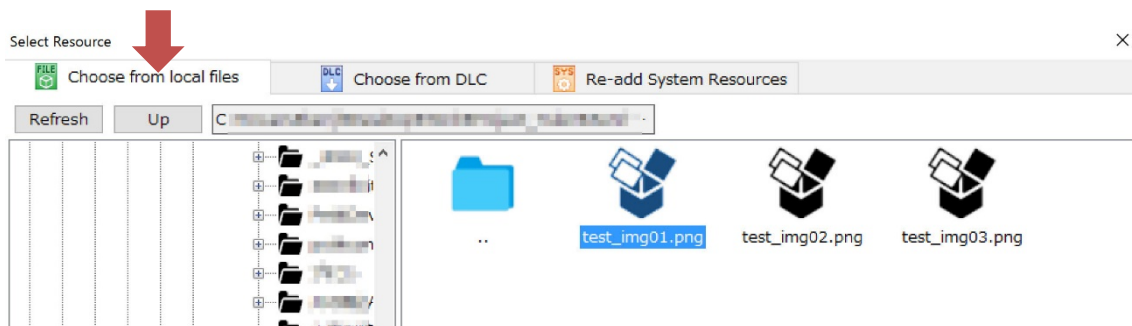
### ----- Importable File Format -----

- File Format: PNG Format (Full Color)
- Sizes: Width 960 x Height 544 pixels

### ----- How to Import (or Add Assets) -----

Select PNG files that you'd like to import.

1. Select, "Add Assets" > "Game Images" > "Battle Background"
2. Press the "+Add" button above the "Battle Background Asset List".
3. Select "Choose from Local File" tab from the "Select Resource" window.



4. Select the files you want to import from the right side of the window and press "Add" button. Your new materials will be added. The default files will be distinguished from those added files from users which will be shown in the green color icons. The user imported materials will be saved in the game file when you save your game data. The original files are not be used as they are.